Backyard BASEBALL™

Play with the Pros as Kids!™

ALEX RODRIGUEZ

Part # 24524M

INFOGRAMES

EmuMovies

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

2 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

Progressive Scan compatible

THIS GAME CAN BE SET TO DISPLAY A HIGHER RESOLUTION IMAGE ON TVs THAT SUPPORT PROGRESSIVE SCAN MODE (EDTV, HDTV).

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

CONTENTS

WELCOME TO BACKYARD BASEBALL™!

Think you have what it takes to create a winning baseball team? Here is your chance to find out! Build the championship baseball team of your dreams and play with the pros in your own backyard. Create the lineup, take the field and direct all of the action. Earn new pitching and batting power-ups to light up the scoreboard! The *Backyard Baseball* game includes kid versions of hard-hitting, base-stealing, tough-fielding Major League Baseball™ players including Barry Bonds, Alex Rodriguez, Mike Piazza and Ichiro.

GETTING STARTED

NINTENDO GAMECUBE™

1. Turn OFF the **POWER** Button on your Nintendo GameCube™.

   WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

2. Make sure a Nintendo GameCube™ Controller is plugged into Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube™.
3. If you're playing against a friend, plug another Controller into Controller Socket 2. If you're going to play in Season Game mode, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
4. Insert the Game Disc into the Nintendo GameCube™ Optical Disc Drive.
5. Turn ON the **POWER** Button and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the title screen, press **START/PAUSE** to advance to the Main Menu (see page 9).

PROGRESSIVE SCAN MODE

This game can operate in Progressive Mode, for those televisions that support it. You will need a Component Video Cable plugged into the Nintendo GameCube™ Digital A/V Output and the television's component input jacks. Press the **B** Button when the Nintendo GameCube™ logo is displayed, until the message "Do you want to display the game in Progressive Mode? YES/NO" appears. Use the **+Control Pad** or **Control Stick** to move between the two responses and press the **A** Button when done.

If you select YES and the screen scrambles into lines, either the television does not support Progressive Mode (480p) or does not automatically switch to Progressive Mode (consult your television's user guide to switch it manually). Please note that on some televisions, activating the Progressive Mode will set the format of the image to a wide screen (16:9) format. **Note:** HDTV is not the same as Progressive Mode.

SAVING AND LOADING

The Backyard Baseball game saves information about the teams and players in Season Play mode. Your coach name identifies which saved game is which. *Backyard Baseball* also saves Hall of Fame™ and Options information in a System File.

When you begin a season, you are asked to enter a coach name. This creates a saved Coach File on a Nintendo GameCube™ Memory Card. Each Coach File takes up 10 blocks on the Memory Card. The System File takes up 4 blocks on the Memory Card.

Note: The *Backyard Baseball* game only recognizes Memory Cards in Memory Card Slot A.

There is no limit to the number of coaches you can have, other than how many will fit on the Memory Card. To delete a coach in Season Play mode, press the **X** Button at the Select Coach screen (see page 13).

Please refer to the Nintendo GameCube™ instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

Note: Do not remove the Memory Card from the Nintendo GameCube™ while the power in ON, especially when the game is being saved. Do not press the **POWER** Button during this time, either. The Memory Card could be damaged by either of these actions.

CONTROLS

L Button
R Button
Z Button
Y Button
X Button
A Button
B Button
Control Stick
NINTENDO GAMECUBE
START / PAUSE
+ Control Pad
C Stick

MENU CONTROLS

ACTION	CONTROL
Navigate Menu	**+Control Pad** or **Control Stick**
Select, or Go to Next Screen	**A** Button
Cancel, or Return to Previous Screen	**B** Button
Skip Movie	**A** Button

BATTING CONTROLS

ACTION	CONTROL
Select Batting Stance	**R** Button – closes stance for right-handed hitter
	L Button – opens stance for right-handed hitter
Select Hit Type	**A** Button, **B** Button, **X** Button or **Y** Button corresponding to the hit of choice
Position the Swing Spot (red circle)	**Control Stick**
Swing the Bat	**A** Button
Access Batting Power-Ups (when earned)	**Control Stick** Left/Right
Pause Game	**START/PAUSE**

RUNNING CONTROLS

ACTION	CONTROL
Select Target Base for Runner	**+Control Pad** or **Control Stick** Up/Down/Left/Right
Send Runner to Target Base (after making contact with the ball)	**+Control Pad** or **Control Stick** Up and **A** Button – 2nd Base
	+Control Pad or **Control Stick** Left and **A** Button – 3rd Base
	+Control Pad or **Control Stick** Down and **A** Button – Home Base
Force Runner to Return to Target Base	**+Control Pad** or **Control Stick** Right and **B** Button – 1st Base
	+Control Pad or **Control Stick** Up and **B** Button – 2nd Base
	+Control Pad or **Control Stick** Left and **B** Button – 3rd Base
Lead Off (before pitch is thrown)	**+Control Pad** Up and **Y** Button – toward 2nd Base
	+Control Pad Left and **Y** Button – toward 3rd Base
	+Control Pad Down and **Y** Button – toward Home Base
Cancel Lead Off (before pitch is thrown)	**+Control Pad** Right and **B** Button – cancel lead off From 1st Base
	+Control Pad Up and **B** Button – cancel lead off from 2nd Base
	+Control Pad Left and **B** Button – cancel lead off from 3rd Base
Steal a Base (before pitch is thrown)	**+Control Pad** Up and **A** Button – steal 2nd Base
	+Control Pad Left and **A** Button – steal 3rd Base
	+Control Pad Down and **A** Button – steal Home Base
Cancel Steal (before pitch is thrown)	**+Control Pad** Right and **B** Button – cancel steal from 1st Base
	+Control Pad Up and **B** Button – cancel steal from 2nd Base
	+Control Pad Left and **B** Button – cancel steal from 3rd Base
Pause Game	**START/PAUSE**

PITCHING CONTROLS

ACTION	CONTROL
Select Pitch	A Button, B Button, X Button or Y Button corresponding to the pitch of choice
Position Pitching Circle	Control Stick
Pitch the Ball	A Button
Pickoff Throw	C Stick Right; or Control Stick Right and B Button – 1st Base
	C Stick Up; or Control Stick Up and B Button – 2nd Base
	C Stick Left; or Control Stick Left and B Button – 3rd Base
Turn Pitch Locator ON/OFF	Z Button
Access Pitching Power-Ups (when earned)	Control Stick Left/Right
Pause Game	START/PAUSE

FIELDING CONTROLS

ACTION	CONTROL
Select Fielder	A Button – selects best fielder
Move Selected Fielder	Control Stick
Dive to Catch	X Button
Throw the Ball to a Fielder	C Stick Right; or Control Stick Right and A Button – 1st Base
	C Stick Up; or Control Stick Up and A Button – 2nd Base
	C Stick Left; or Control Stick Left and A Button – 3rd Base
	C Stick Down; or Control Stick Down and A Button – Home Base
	Control Stick Neutral and A Button – Pitcher
Tag Base	Control Stick Right and B Button – Tag 1st Base
	Control Stick Up and B Button – Tag 2nd Base
	Control Stick Left and B Button – Tag 3rd Base
	Control Stick Down and B Button – Tag Home Base
Change Defense – Infield	R Button and Control Stick
Change Defense – Outfield	L Button and Control Stick
Pause Game	START/PAUSE

MAIN MENU

This is the starting point for all the Backyard Baseball League (BBL) action. Choose from the following game modes, or select Options to change game settings:

PICKUP GAME

Play a spontaneous afternoon pickup game. Choose a six- or nine-inning game between two teams. See below for details.

SEASON PLAY

Coach a team through an 18- or 32-game season for a chance to compete in the exciting World Series. See pages 13-15 for details.

HALL OF FAME™

Here you'll find all the championship trophies, the Record Book and game credits. See page 15.

HOME RUN DERBY™

Swing for the fences in the Home Run Derby™. See page 16 for details.

OPTIONS

Adjust game settings. See page 17.

PICKUP GAME

A pickup game is a single, six- or nine-inning game between two teams. It can be single-player or two-player. The results of a pickup game are not saved — they will not affect career statistics, league standings or the Record Book.

CONTROLLER SELECT SCREEN

You can use any of the four Controller Sockets. The game supports up to two players, but will show all attached Controllers. For each player, use the +Control Pad or Control Stick to move the Controller icon to the Home or Away team box. (If you leave it centered, the game will play itself.)

When both Controllers are assigned, press the A Button to continue to the Set Rules screen.

SET RULES SCREEN

After each player is assigned a Controller, it's time to set the game rules:

Difficulty Level – Choose to play one of three difficulty levels: Rookie, Pro or Allstar.

> **Rookie:** This setting is for novice players who have a basic understanding of the game controls.
>
> **Pro:** Select the Pro setting for more advanced gameplay. Computer opponents make basic strategy moves such as sacrifices, stolen bases and pitching substitutions.
>
> **Allstar:** If you're already prepared for the big time, choose this setting. Computer opponents are tougher and the pitch locator is turned off.

Game Length – Play six- or nine-inning games.

Power-Ups – Enable and disable power-ups.

Pitch Locator – Turn the pitch locator circle ON to outline the location where the incoming pitch is going to cross home plate.

Stamina – Turn stamina ON and the pitchers will fatigue during each game. As the game progresses, the kids will pitch less accurately.

Errors – Turn errors ON (kids make typical fielding errors) or OFF (kids do not make errors).

SELECT TEAMS SCREEN

Pick Home and Away Teams

You are free to choose from all 30 Major League Baseball™ teams and 10 Backyard teams. Move the selection highlight with the **+Control Pad** or **Control Stick** and press the **A** Button to accept the selection.

If you choose a Backyard team, you will be able to customize your team name and colors. First, select a team name. Use the **+Control Pad** or **Control Stick** to scroll through available options and press the **A** Button to accept your selection. Then, use the **+Control Pad** or **Control Stick** to scroll through the color options. Color Slider 1 changes the primary color of your team. Color Slider 2 changes the secondary color of your team. Press the **A** Button when you are done customizing your team.

Note: At this screen, or at any of the upcoming screens, press **START/PAUSE** to Quick Start the pickup game (skip the field, player and strategy selection process).

Once both Home and Away teams have been chosen, the game continues to the Select Field screen.

SELECT FIELD SCREEN

You are free to choose from all seven fields (plus two unlockable bonus fields). Move the selection highlight with the **+Control Pad** or **Control Stick** and press the **A** Button to accept your selection. Press the **Y** Button to bring up information on the selected field's dimensions and history.

Once the field has been chosen, the game moves to the Pick Players screen.

PICK PLAYERS SCREEN

It's time to pick the kids for each team! Just like in a real neighborhood game, the player that gets to pick first is chosen randomly.

Each team chooses nine players. To scroll between players, move the **+Control Pad** or **Control Stick**. Use the **L** Button and **R** Button to change sort options.

Press the **A** Button to pick a kid for your team. As kids are chosen, they are grayed out and appear with a H (Home) or an A (Away) in their box. To learn more about a particular kid, press the **X** Button and his or her player card will appear. To check out your or your opponent's roster, press the **Y** Button.

If you want the game to pick all of your players for you or finish the picking process after you have already made a few choices, press **START/PAUSE** and the game will automatically select the rest of your team (or both teams, in two-player mode).

Player Card

Here you can examine the selected kid in more detail, and decide whether to pick him or her for your team. Press the **X** Button to hear the selected kid talk.

Each kid has certain strengths and weaknesses in the following skill categories:

Power – Power represents the strength of a hitter and his or her ability to put the sweet spot of the bat on the ball. Power hitters hit a lot of home runs but also tend to strike out often.

Contact – Contact refers to a player's ability to consistently put the ball in play by making contact with the bat. Contact hitters tend to accurately judge balls and strikes better than other hitters.

Running – Running measures a player's speed and acceleration.

Pitching – Pitching measures a player's overall pitching performance; it gauges their pitch velocity from the mound and also their ability to fool hitters.

Fielding – Fielding measures a player's ability to handle balls hit to him or her.

Creating Custom Players

To create a custom player, scroll down to the silhouette player box and press the **A** Button. First name your kid, then choose hair color, hair style, skin, body, shirt, accessories, pants and shoes. Next, customize your kid's skills. You start out with a pool of 15 or 20 skill points, depending on draft style (see "Draft Style" on page 14), that you can distribute any way you want. Finally, pick a nickname, birthday, batting side, throwing arm and gender. Press the **X** Button to hear your new player talk. **Note:** Custom players earn more skill points with experience and are only saved in Season Play mode.

When you're finished picking players, the game moves to the Strategy screen.

STRATEGY

Once the players have been chosen, you can set the team batting order and fielding positions. This screen is also accessible from the Pause Menu (see page 17). **Note:** Once the game has started, you cannot modify your batting order.

Batting Order

To change the batting order, first scroll through the roster list with the **+Control Pad** or **Control Stick** until the player you want to move is highlighted, then press the **A** Button. Next, move that player to the new slot where you want them to bat and press the **A** Button again to complete the move.

After you've set your batting order, select Done and press the **A** Button to continue to the Fielding screen.

Fielding

To change the fielding position of a player on your team, first move through the positions with the **+Control Pad** or **Control Stick** until the player you want to move is highlighted, then press the **A** Button. Next, move that player to the new position and press the **A** Button again to complete the move.

After you've set your fielding positions, select Done and press the **A** Button to start the game. Get ready to play ball!

SEASON PLAY

Coach a team through an 18- or 32-game season for a chance to compete in the World Series.

SELECT COACH SCREEN

This is where the Season Play action begins. Create a coach and start a new season, load an existing coach and continue a season, or delete a coach.

To create a new coach and build a BBL team from scratch, use the **+Control Pad** or **Control Stick** and select NEW. Press the **A** Button to confirm your selection.

If you want to play with an existing coach, use the **+Control Pad** or **Control Stick** and select that coach's name. Press the **A** Button to confirm your selection and skip ahead to the Team Dugout screen (see page 15).

To delete an existing coach, select that coach's name and press the **X** Button.

ENTER NEW COACH SCREEN

Your coach name can be up to 11 characters, including spaces, in length. A name made up of all spaces, or left blank, is not allowed.

After naming your coach, select Done and press the **A** Button to move to the Set Rules screen.

SET RULES SCREEN

Set the following rules options:

Difficulty Level – Choose Rookie, Pro or Allstar (see page 10).

Game Length – Play six- or nine-inning games.

Power-Ups – Enable and disable power-ups.

Pitch Locator – Turn the pitch locator circle ON to outline the location where the incoming pitch is going to cross home plate.

Stamina – Turn stamina ON and the pitchers will fatigue during each game. As the game progresses, the kids will pitch less accurately.

Errors – Turn errors ON (kids make typical fielding errors) or OFF (kids do not make errors).

Draft Style – Choose Me First to make all your player selections consecutively, or select Take Turns to alternate making player selections.

Season Length – Play an 18- or 32-game season.

SELECT TEAM SCREEN

You are free to choose from all 30 Major League Baseball™ teams and 10 Backyard teams (see page 10). Once the team has been chosen, the game continues to the Select Field screen.

SELECT FIELD SCREEN

You can choose from all seven fields (see page 11). After the field has been chosen, the game continues to the Pick Players screen.

PICK PLAYERS SCREEN

When you have chosen your field, it is time to pick the kids for each team (see page 11). After players have been chosen, the game continues to the Team Dugout screen.

TEAM DUGOUT SCREEN

From here, you can choose from the following options:

Play Game – Start Season Play.

Strategy – Set your team batting order and fielding positions (see page 12).

Schedule – View the season schedule and track the results of each game. Use the **+Control Pad** or **Control Stick** left/right to view different team schedules.

During the playoffs, view all the match-ups and results in the Playoffs section.

League Standings – View each team's Win/Loss record and Divisional standings.

Player Statistics – View season, career, playoff and game statistics for players on all teams.

League Report – Check out player cards, league leaders, the Sports Page, team records and league trophies.

Exit to Main Menu – Return to the Main Menu.

HALL OF FAME™

Here you will find the BBL championship trophies and a list of the coaches who have won them. Be sure to check out the Record Book which chronicles the greatest achievements in BBL history.

Credits displays the names of all the people who helped create this game.

HOME RUN DERBY™

Home Run Derby™ is a fun contest between batters to see who is the top power hitter.

HOME RUN DERBY™ RULES SCREEN

From here, select Keep Score mode or Practice mode:

KEEP SCORE MODE

Keep Score – Select this mode for an elimination-style Home Run Derby™. Play multiple rounds, until a winner is decided.

Contestants – Choose from one to eight contestants. Multiple contestants share one controller ("Hot Seat").

Scoring – Score each round of play using either a pitch limit or an out limit. (An out is any swing that doesn't result in a home run.)

Pitches/Outs – Set a 3, 5, 10 or 15 pitch/out limit for each round of play.

Scoring Style – Select Most Home Runs, Total Distance or Longest Home Run for scoring.

Pitch Style – Choose Change-Ups, Curves, Screwballs, Random or Fastballs.

Pitch Locator – Turn the pitch locator circle ON to outline the location where the incoming pitch is going to cross home plate.

SELECT FIELD SCREEN

Once the field has been chosen (see page 11), continue to the Pick Players screen.

PICK PLAYERS SCREEN

Choose the players for the Home Run Derby™ (see page 11), then get out there and swing away!

PRACTICE MODE

Select this mode to practice hitting homers. Set the following rules:

Pitches – Set a 3, 5, 10 or 15 pitch limit for practice mode.

Pitch Style – Choose Change-Ups, Curves, Screwballs, Random or Fastballs.

Pitch Locator – Turn the pitch locator circle ON to outline the location where the incoming pitch is going to cross home plate.

SELECT FIELD SCREEN

Once the field has been chosen (see page 11), continue to the Pick Players screen.

PICK PLAYERS SCREEN

Choose a player to practice hitting the long-ball (see page 11).

OPTIONS

Select Options from the Main Menu to adjust the following game settings:

Music – Set the volume of in-game and menu music.

Sound FX – Set the volume of the in-game and menu sound effects.

Commentary – Set the volume of Sunny Day and Abner Doubleplay.

Chatter – Set the volume of the field chatter.

Ambient Sounds – Set the volume of the ambient field sounds and crowd noise.

Mode – Set the sound mode to Mono, Stereo or Surround.

Rumble Feature – Turn the Rumble Feature ON/OFF. (Supported Controllers only.)

PAUSE MENU

When things get hectic, or you want to change strategies, don't forget you can pause the game by pressing **START/PAUSE**. From the Pause Menu, choose from the following:

Options – Go to the Options Menu (see above).

Return to Game – Resume playing the game.

Strategy – Modify each kid's fielding position (see page 12). **Note:** You cannot modify the batting order after a game has started. This option is not available for Home Run Derby™.

Exit to Main Menu – Exit the game. If you are in Season Play mode, your game data will not be saved.

PLAY BALL!

Baseball is an easy game to play but a tricky game to master. Use the following sections to learn more about batting, pitching, fielding and the official *Backyard Baseball* game rules.

BATTING

STANDARD HIT SELECTION

From the options shown on the left side of the screen, choose the type of hit that you want the batter to make.

Grounder – A ground ball will often bounce and roll into the outfield for a single. If the batter has a high Contact skill rating, this hit is a good choice.

Line Drive – The line drive is a hard-hit, straight shot into the outfield. If the line drive is not caught by a fielder, it will result in an extra-base hit (a double or triple), especially if the batter is a fast runner.

Power – The power hit can often result in a home run, but it also has a tendency to end up as a fly ball out or foul. If the batter has a high Power skill rating, this hit is a good choice.

Bunt – The bunt is a surprise hit: It forces the opposing team to scramble for the ball. The bunt is best used as a "sacrifice" to advance on-base runners.

BATTING OPTIONS & SYMBOLS

Baseball Diamond

Pitch Locator
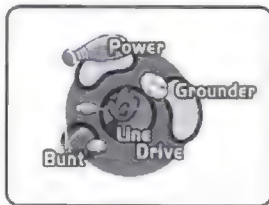
Swing Spot

Four Bracket
Strike Zone
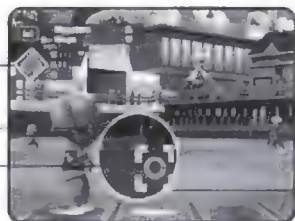
Four Bracket Strike Zone

The four corners forming a rectangle above home plate show the area where pitches count as strikes. Pitches outside the strike zone are counted as balls.

Pitch Locator (optional)

The ball crosses the plate somewhere inside the circle of the pitch locator. Turn this rules option ON if you are having difficulties locating and hitting the ball. If play becomes too easy, turn this option OFF.

Swing Spot

The red circle inside the strike zone shows where the player's bat will pass through the strike zone — it is the batter's best guess as to where the pitch is going to be. Some kids have better eyes than others do, so the size of this circle varies depending on the batter. The size of the swing spot also changes based on the swing type.

Baseball Diamond

Track the progress of the runners on the small overhead map of the baseball diamond.

Batting Power-Ups

During the course of a game, batters may earn special batting power-ups. The power-up icon will appear below the standard hit icons. Use the **Control Stick** to access the power-up menu. The power-up icon will disappear once the power-up has been used.
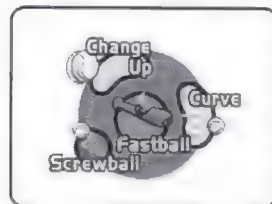
PITCHING

STANDARD PITCH SELECTION

From the options shown on the right side of the screen, choose the type of pitch you want your pitcher to throw.

Fastball – Challenge batters with the fastball. The fastball is the hardest, fastest pitch in your arsenal, but it is also the most difficult to control. The fastball reduces pitcher stamina quickly.

Curve – Fool batters with the curve. This tricky pitch curves right or left crossing the plate. The curve has a moderate effect on stamina.

Screwball – The screwball is like a curve ball, but it curves in the opposite direction. This pitch has a moderate effect on stamina.

Change-Up – The change-up is a surprise slow pitch that fools batters into swinging too early, especially when thrown after a fastball. The change-up slowly reduces stamina.

Juice Straw

Pitch Locator

Pitch Locator (optional)

The ball crosses the plate somewhere inside the circle of the pitch locator. Pitchers with high Pitching skill ratings have more control, and therefore they have smaller circles. Less-skilled pitchers have larger circles. As a pitcher loses stamina, his or her pitch locator circle increases in size.

Juice Straw

The juice straw shows the amount of stamina that the current pitcher has left. After each pitch, the energy level declines. If the stamina level becomes very low, you can substitute a pitcher from another fielding position.

Pitching Power-ups

During the course of play, the pitcher may earn special pitching power-ups. The power-up icon appears on the right side of the screen below the standard pitch buttons. It disappears once the power-up time expires. Use the **Control Stick** to access the power-up menu where you can use special pitches.

FIELDING

To field a ball that is in play, use the **Control Stick** to move the active fielder into position (indicated by the bull's-eye circle on the field). Once your fielder has possession of the ball, use the **C Stick** (or the **Control Stick** and the **A** Button) to throw the ball to the proper base and make an out.

Baseball Diamond

Track the progress of the runners on the small overhead map of the baseball diamond.

Yellow Circle and Green Circle

The active fielder has a yellow circle around his or her feet. The red triangle indicates the proper direction for the fielder to travel in order to field the ball. Once the ball has been fielded, the active fielder has a green circle around his or her feet.

Infield Defense

To set an infield defense, press the **R** Button and use the **Control Stick** to choose from the different infield defensive options.

Double Play – Infielders move slightly back and shift right.

Infield Close – Infielders move in to protect against a run scoring on a ground ball.

Infield Back – Infielders move back to protect against a run scoring on a sacrifice fly.

Guard Bunt – The first baseman and third baseman move in and tighter to the foul lines, to protect against a sacrifice bunt.

Guard Lines – The first baseman and third baseman move slightly back and tighter to the foul lines, to protect against extra-base hits.

Normal – Infielders remain at their normal positions.

Outfield Defense

To set an outfield defense, press the **L** Button and use the **Control Stick** to move the outfielders left/right and in/out for different defensive options.

OFFICIAL BBL RULES

The official rules of the Backyard Baseball League are drawn from Major League Baseball™, but modified for BBL play:

- Six- or nine-inning games.
- Batting order cannot be modified after the start of the game.
- Sacrifice bunting is allowed.
- Tagging up is required.
- Stealing is allowed.
- No substitutions out of the game — everyone plays at a position; players can swap positions within each game.

CREDITS

HUMONGOUS ENTERTAINMENT
Robert McAullife
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Dan Chang
Lead Programmer

Rhonda Conley
Art Lead

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Rafael Calonzo
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Ben Crane
Steve Johnson
Wendy Jones
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Jeff McCrory
Associate Producer

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Robert Ochs
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Daylon Walden
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Sound Design*

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Programming Manager

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Director of Design

Bill Petro
V.P. of Development

Andy Hieke
Senior V.P./G.M.

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Musician

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Adam Watson
Dex Manley
Brenda Arellano
Anna DelRosario
Amelia Iraheta
Janet Royea
Stephanie Diaz
Amy Broomhall
Courtney Williams
Laurie Jerger
Keri Healey
Rachel Frost
Kristen Heibenstriet
Sandy Spangler
Daylon Walden
Michelle Thorson
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Dramatic Artists
Voice Talent Agency

Colorland
External Character Animation

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Sarah van Rompaey
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Rod Green
Art Director

Thomas Schober
*Business Development & Operations
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Rob Rossow
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Gary Brubaker
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